GAME PAK INSTRUCTIONS

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Masters of the Game

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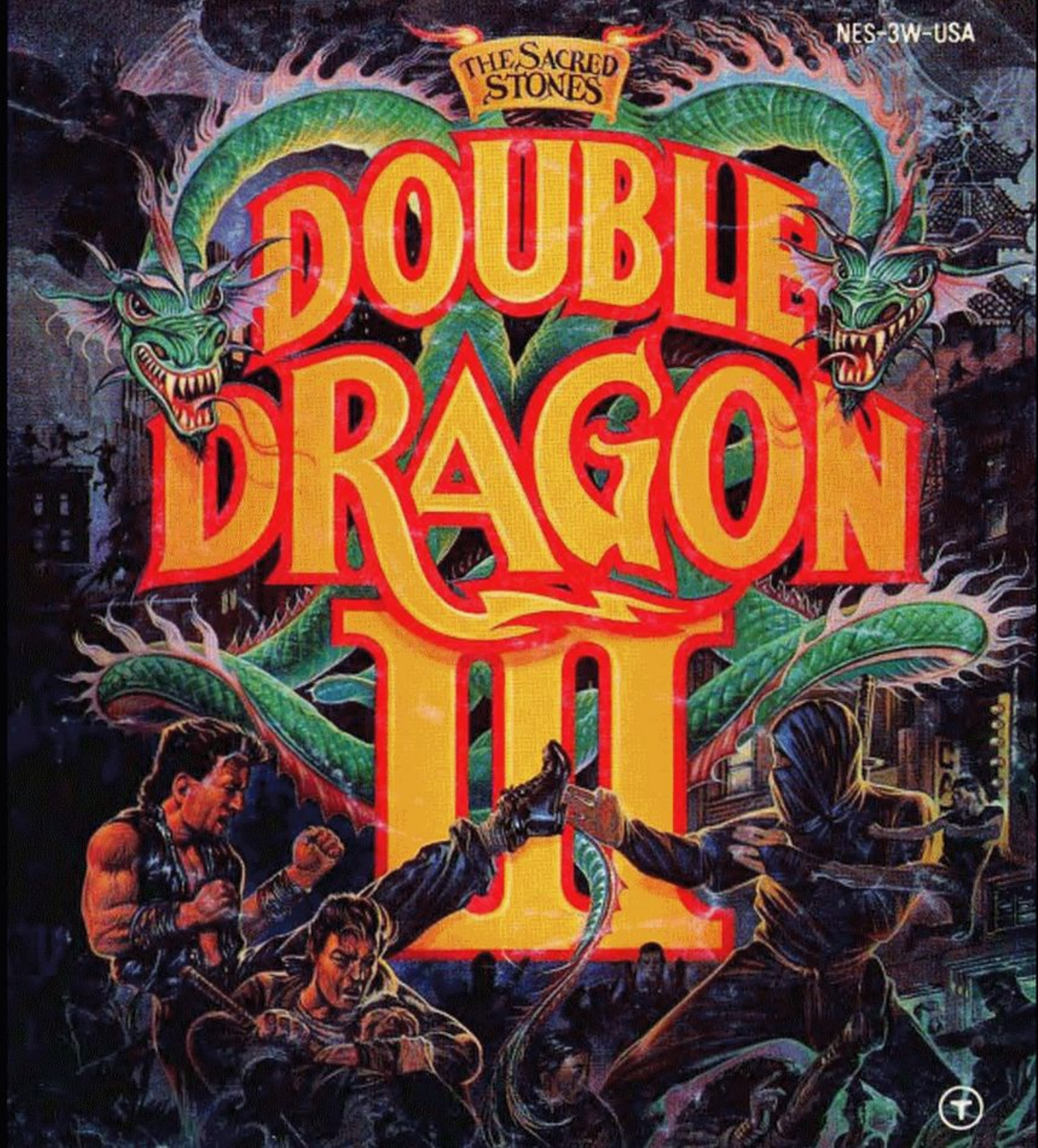

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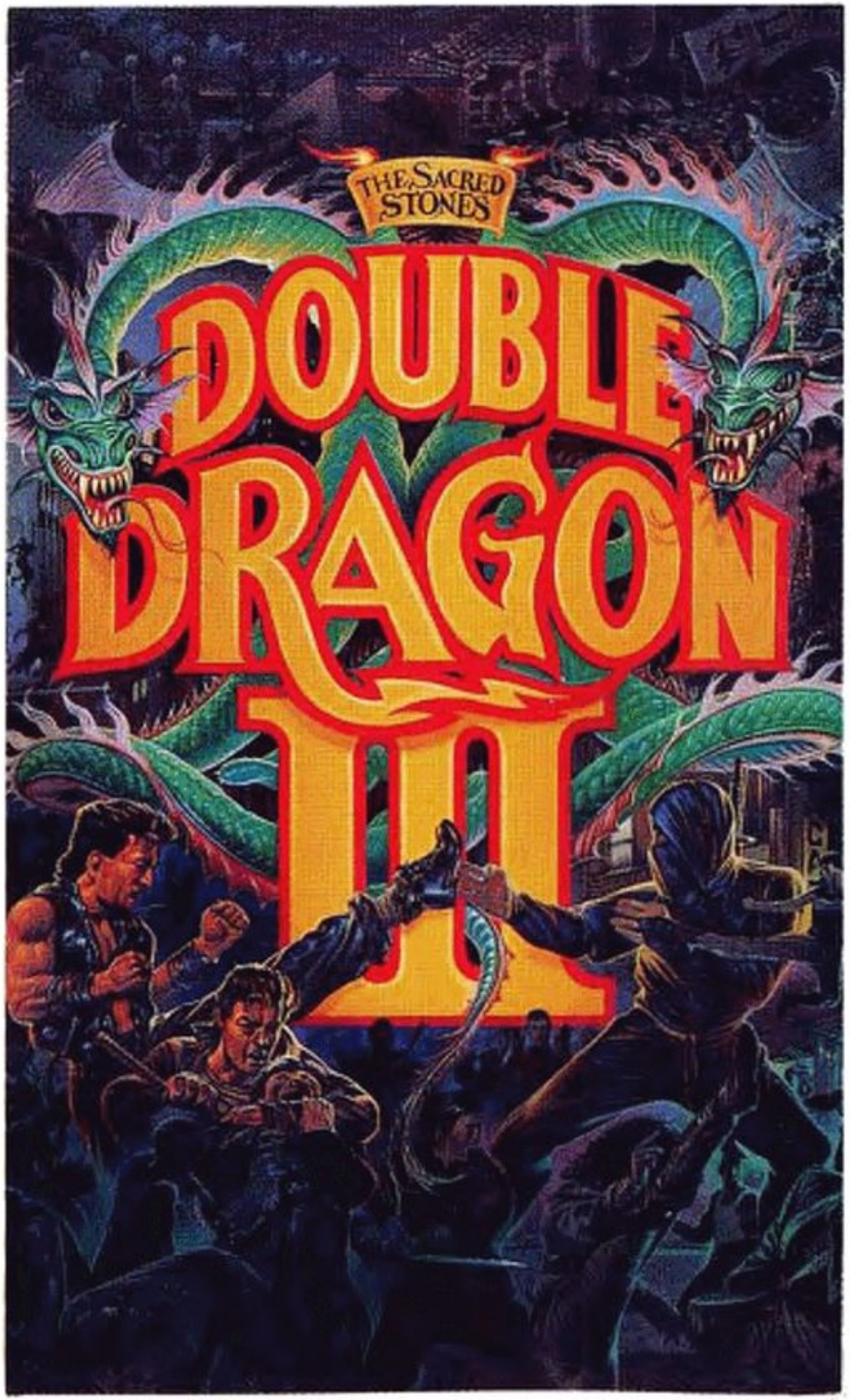


双截龍 DOUBLE DRAGON II The Revenge™

You did it. You crashed the super-complex of the Black Shadow Warriors in Double Dragon II, penetrating the heavily guarded Mansion of Terror.

Double Dragon II : Defeating the Sensei of the Black Shadow Warriors was your greatest accomplishment ever!

A Year Ago...

But your final — and most impressive — triumph was against the Supreme Black Shadow Sensei. He had the agility of a cat, the eye of a hawk and the raw strength of a superbeast. (Note the word *"had"*!!!).

Yet the battle wasn't over — because your beloved Marion lay still as a mountain stone. But suddenly...the color returned to her lips.

Marion lives. And you are now a Supreme Master, with a sense of power *greater* than you ever imagined possible...

Double Dragon II: It's a miracle... Marion lives.

Today...
DOUBLE DRAGON III: THE SACRED STONES™

Life has returned to normal.

Your famous Double Dragon dojo is doing well. Your students are learning the ways of the ancient masters and building their strengths.

Brett, one of your top students tries to tell you what happened. But he is cut down before he has a chance...

But then it happens.

Suddenly, Marion has disappeared again.

BRETT: They're great fighters, but the one you must fear the most is...

And you know that it can't be the Black Shadow Warriors...so who is behind it this time?

THE FIVE MISSIONS

You meet Hiruko, a soothsayer and a friend. She explains that the only way to get Marion back is to produce, as ransom, the three Sacred Stones.

Your journey will take you to the ends of the world.

Hiruko promises to lead you to them, but they are scattered from one end of the world to the other. And each is heavily guarded.

As you travel the globe, you'll fend off Ninpou masters, Ninja warriors and hordes of others. You'll use your incredible cyclone spin kick and your newest achievement, the "mid-air somer-assault."

Follow Hiruko to Marion. And discover the truth behind the Sacred Stones.

GETTING READY FOR YOUR MISSIONS

LOADING

1. Make sure the power switch is OFF.
2. Insert the DOUBLE DRAGON III™ cartridge as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.
3. Turn the power switch ON.

You'll first see the Double Dragon III title screen. Press the START BUTTON to select the number of players.

SELECTING NUMBER OF PLAYERS

DOUBLE DRAGON III gives you three player options:

1P PLAY — One player only. As Billy, you take on the guardians of the stones single-handedly.

2P PLAY A — Requires 2 players. You (Billy) and your brother (Jimmy)

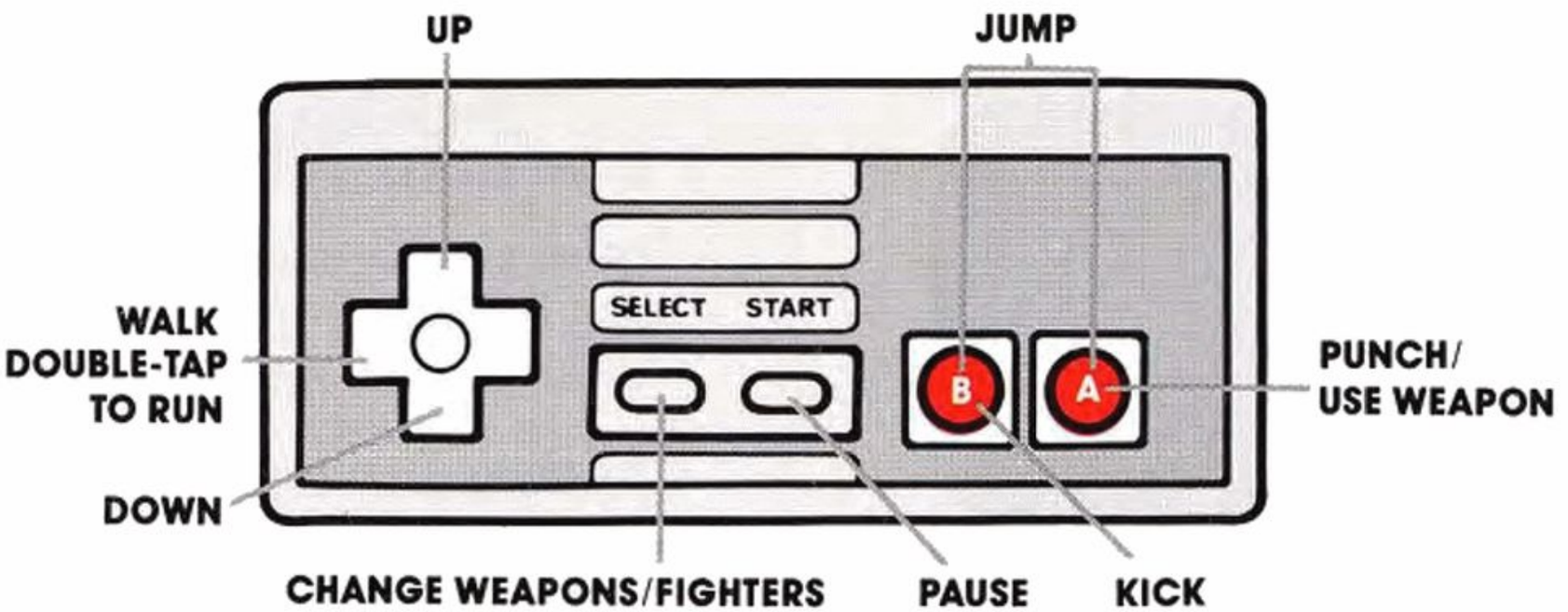
go on a quest for the stones together.

2P PLAY B — Also requires 2 players. Only this time both players (Billy and Jimmy) can fight each other.

TO SELECT PLAYER CHOICES — Move the UP and DOWN CONTROL PAD ARROWS on player 1's controller until the **green arrow** is flashing next to your selection.

THE CONTROLS

The following illustration shows you your control points for Billy and Jimmy.



BASIC MOVES

The following are basic moves for Billy and Jimmy. They also work for Chin and Ranzou, who join you in your mission later in the game. (see Changing Characters, page 19).

TO WALK — Press the CONTROL PAD ARROWS RIGHT, LEFT, UP OR DOWN. To move diagonally, press *in-between* the arrows.

TO RUN — Tap *twice* on either the RIGHT or LEFT CONTROLLER ARROW.

TO USE A WEAPON — Press the A BUTTON.

TO PAUSE — Press the START BUTTON.

TO RESTART — Press the START BUTTON again.

SPECIAL MOVES

FIGHTING MANEUVERS

See the enclosed charts for the specific fighting maneuvers for Billy, Jimmy, Chin and Ranzou. Below are listed just some of the incredible martial arts moves you can perform as Billy or Jimmy.

Remember, they'll take some practice and require split-second timing!

CYCLONE SPIN KICK — To spin 360 degrees in mid-air with your leg extended, jump by pressing both the A & B BUTTONS *simultaneously* (make sure you're not moving), then *immediately* press the B BUTTON again.

The incredible cyclone spin kick!

The Mid-Air Somer Assault is your newest martial arts maneuver!

MID-AIR SOMER-ASSAULT — Devastating! Use this one to do a full flip and send your opponent flying through the air. With the CONTROL PAD ARROW pressed in the direction of your opponent, press the A & B BUTTONS *simultaneously,* then *immediately* press the A BUTTON again. (For a FLYING JUMP KICK, press the B BUTTON instead).

KNEE & ELBOW SPECIALTIES — With the CONTROL PAD ARROW pressed in the direction of your opponent, deliver a series of kicks and/or punches until his head drops. Then:

- For an OVERHEAD ELBOW SMASH, continuously press the A BUTTON.
- For a FACE KNEELIFT, continuously press the B BUTTON.

ON THE SCREEN

All the game play information appears at the bottom of the screen as follows:

WEAPON IN USE

ENERGY REMAINING

FIGHTING MANEUVERS CHART

CONTROLS	BILLY & JIMMY
A	Punch (or use weapon)
B	Side Kick
AB	Jump
AB + B	Cyclone Spin Kick
WALK + AB + A	Mid-Air Somer-Assault
WALK + AB + B	Flying Jump Kick

Note: *AB means press A and B BUTTONS simultaneously*

CHIN	RANZOU
Upper Punch (or use weapon)	Sword Attack
High Kick	Round House Jump Kick
Jump	Tumble High-Jump
Leaping Double-Kick	Tumble High-Jump Kick
Diving Head Butt	Flying Sword Attack
Jump Kick	Lunging Knee Drop

AROUND THE WORLD

Your quest for The Sacred Stones takes you to the far corners of the world, where you'll battle against enemies with Ninja techniques so amazing that even you, a Supreme Master, will be put to the ultimate test.

MISSION I - The U.S.A.

Home of Billy and Jimmy Lee — world-famous martial artists and teachers. They're in their renowned dojo when trouble breaks out. And they waste no time in following Hiruko's lead: to China.

MISSION II - China

Ahh...The lush forests and graceful mountains — it seems so peaceful. At first. But suddenly you're up against some of the fiercest martial artists you've ever encountered. They're strong.

They're relentless. And they're not afraid to die. They stand between you and the first stone.

MISSION III - Japan

The most fearsome Ninja fighters ever to reside in the Land of the Rising Sun await you. They're fast on their feet and quick to spot your weaknesses. Be very careful and think about every move...for if you defeat them, the second Sacred Stone is yours.

MISSION IV - Italy

Are there Sacred Stones in Italy? No. But Hiruko has whisked you here to introduce you to some of the fiercest fighters ever to guard an ancient ruin. By defeating these world-class fighters, you'll hone your skills before the final confrontation. So when in Rome, do as the Romans do. And on this trip that means... *fight!*

MISSION V - Egypt

Amid the magnificent ruins of ancient Egypt, you embark on the last leg of your mission. You know that Marion is here somewhere. But will you recognize her? Or she, you?

WEAPONS

Each character you control has *two* basic weapons at their disposal.

	WEAPON I	WEAPON II (SUPPLY)
BILLY	Bare Hands	Nunchaku (5)
JIMMY	Bare Hands	Nunchaku (5)
CHIN	Bare Hands	Iron Claw (5)
RANZOU	Ninja Blade	Shuriken (20)

Each player has an *unlimited* supply of WEAPON I, but begins the game with a *limited* number of WEAPON II.

You can switch to WEAPON II any time (see below) if you have at least 1 weapon unit left. However — if you don't — then you'll automatically continue to use WEAPON I.

As the game progresses, you will have the opportunity to acquire other weapons that your enemies leave lying around.

TO CHANGE WEAPONS — Press the SELECT BUTTON. **Then press the A BUTTON to bring up a green arrow on the screen.** Next press the UP or DOWN ARROW to point the green arrow to your selection. (If all the weapons of a certain type are used up, the green arrow will not move to that choice).

PICKING UP WEAPONS

In addition to your two basic weapons, you can also pick up and use these weapons when the enemy drops them:

Army Knives
Broken Bottles
Sais

TO PICK UP A WEAPON — If an enemy drops a weapon, you can pick it up by moving directly over the weapon and pressing either the A or B BUTTON. Remember, once you pick it up, there will be certain martial arts maneuvers you won't be able to perform while it is in your possession.

USING "FOUND" WEAPONS

- **To throw an army knife** — Press the A BUTTON.
- **To swing a Broken Bottle or Sai** — Press the A BUTTON.

Note: *When you defeat an enemy, his weapon disappears. Which leads you to wonder...was it ever there at all?*

CHANGING CHARACTERS

Once you defeat China's famous Iron Claw master, Chin Seimei, a strange thing happens...He is so impressed by your skill that he joins your cause and helps you fight your battles. The same thing happens after you defeat Yagyu Ranzou, the renowned Ninja Sensei.

When these great fighters join you, you have the option of playing as *them,* as well as Billy or Jimmy. Here's how:

TO CHANGE FIGHTERS — Press the SELECT BUTTON. Then use the RIGHT OR LEFT CONTROLLER ARROWS to choose the character you want to be.

- Press the A BUTTON to confirm selection.
- Press the B BUTTON to change your selection. When your choices are made and you're ready to play again, press the SELECT BUTTON.

ONE LIFE TO LIVE

Billy, Jimmy, Chin and Ranzou each have one life. If two characters are available (after mission 2) you will automatically switch to the second character once the first character has lost his life. If only one character is available, the game is over when your life is lost.

Each character begins with a full complement of Energy Units. As you fight and get injured, your Energy Units are depleted. When all your Energy Units are gone, you'll lose your life. As you enter each new mission of the game, your energy units will be replenished.

TRICKS OF THE DOUBLE DRAGON

- A good place to practice your martial arts maneuvers is at the dojo in Mission 1. After you defeat the last thug, and before you exit through the door, you have all the time you need to hone your skills.
- Weapon pick-ups are very valuable. Make sure you wait for the best time to use them. By using a series of kicks to defend yourself (B BUTTON), you can preserve your weapon until you need it the most.

- Make use of your new-found friends' weapons and special talents. They come in handy when searching for an enemy's weakness.
- Sometimes the best offense is a strong defense. Getting in close to your enemies without confronting them *head-on* might do the trick.
- Avoid enemies who are running towards you. Move out of the way or they'll run right over you.
- Things aren't always as they appear. Someone you thought was against you could turn out to be your strongest ally — and vice versa.

LEAVE NO STONE UNTURNED

Your world-wide search for the Sacred Stones will prove to be your most difficult challenge ever. The fighters you'll encounter are among the most fierce in the world...and you'll battle in places you've never seen before. Use all your instincts to make the right moves — at the right times.

But you must not wait any longer. The Stones that lead you to your beloved Marion are waiting. And so is she. So go forward and seek them out...The eyes of the world are upon you!

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful. How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

Acclaim Hotline (516) 624-9300

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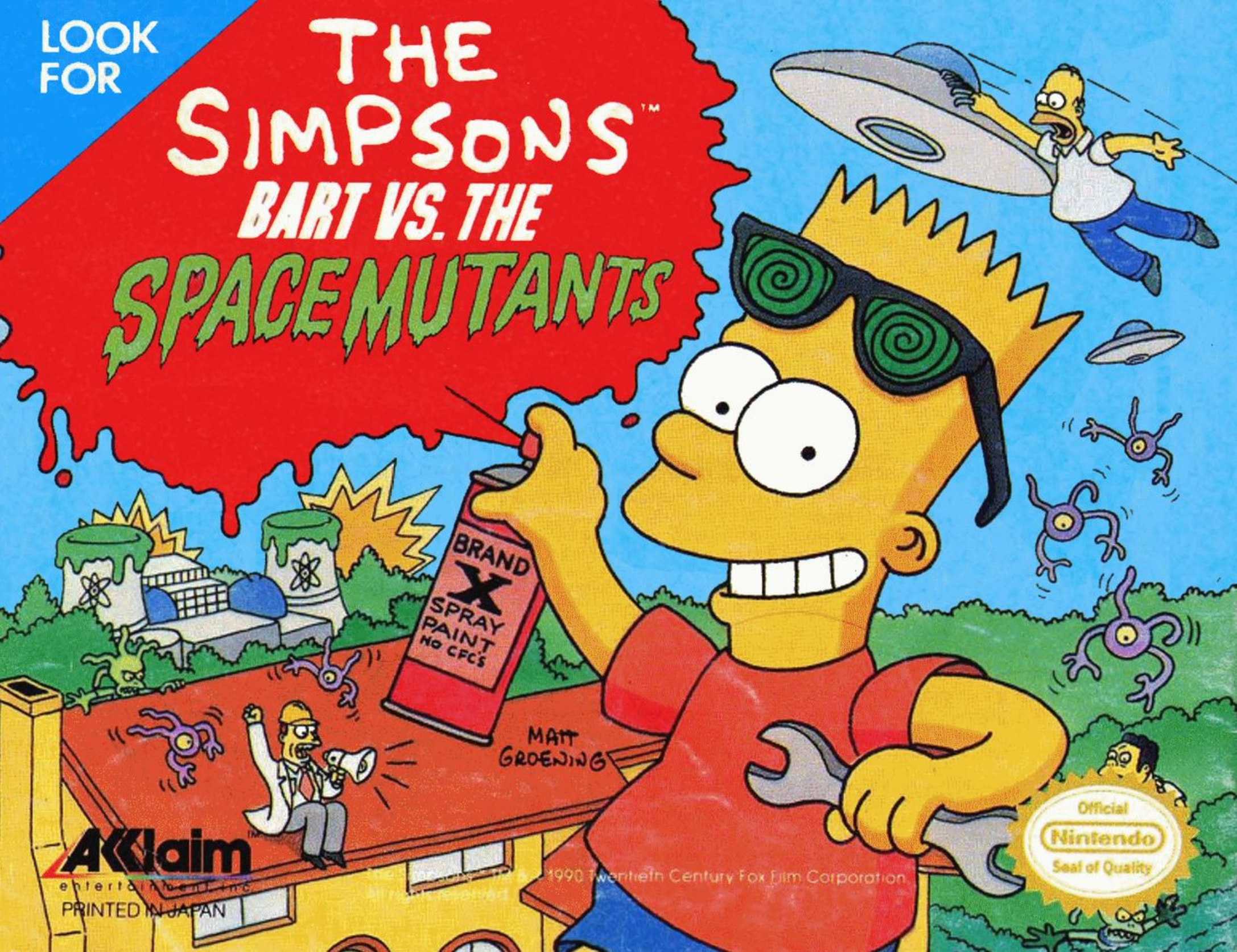
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